

**AMENDMENTS TO THE SPECIFICATION**

Please delete the Abstract and replace it with the following paragraph:

A motion based communications system having an animated device, which is controlled locally or over a network connection, and which uses motion to convey information to a user. The information can relate to a predefined system events, such as printer status changes, e-mail status, system errors or communications. Further, it can represent remote individuals in a chat room, or when playing games. Computer games can use it to represent a remote or local human or software opponent. Voice recognition software allows commands or data to be input to the system via the device. Multiple devices can be used for multiple remotely located users. A universal base unit allows characters to be replaceably attached to, and controlled by, the base unit. Different characters can be substituted for different games, etc. The device may be software controlled by any application program via a standard application program interface.